Cider PRESS

San Francisco Apple Core

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OCTOBER, 1983

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That's Why We're So Good At It!

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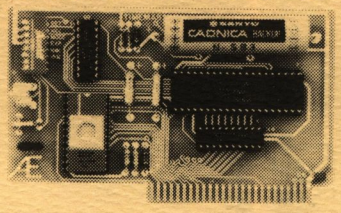
The TIMEMASTER
Finally, a clock that does it ALL!



- Designed in 1983 using I.C. technologies that simply did not exist when most other Apple clocks were designed.
- Just plug it in and your programs can read the year, month, date, day, and time — down to 1 millisecond!
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- Full emulation of most other clocks, including Mountain Hardware's Appleclock (but you'll like the TIMEMASTER mode better).
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The TIMEMASTER includes a disk with some really fantastic time oriented programs (over 25) plus a DOS dater so it will automatically add the date when disk files are created or modified. This disk is over a $200.00 value alone — we give the software others sell. All software packages for business, data base management and communications are made to read the TIMEMASTER.

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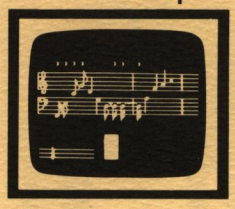
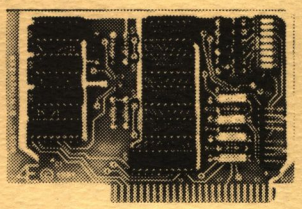
Super Music Synthesizer





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- Now with new improved software for the easiest and fastest music input system available anywhere.
- We give you lots of software. In addition to Compose and Play programs, the disk is filled with over 30 songs ready to play.
- Easy to program in Basic to generate complex sound effects. Now your games can have explosions, phaser zaps, train whistles, death cries. You name it, this card can do it.
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- Many many more features.

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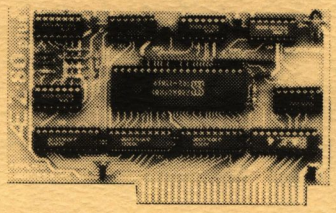
NEW



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- Does EVERYTHING the other Z-80 boards do, plus Z-80 interrupts.
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We also manufacture a 16 channel digital input/output board for control applications.

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- Expand your Apple IIe to 128K memory.
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- Automatically expands VisiCalc to 95K storage. In 80 columns!
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REM This computer does many wonderful things. It can rearrange my letters, words, sentences and paragraphs. It can tell me which words I may have spelled incorrectly and even suggest the correct spelling. It can recall things I wrote that I would rather forget.

This computer can play games with me. We play chess; Scrabble; Maze-Man; Offender; BASIC; Fly-the-thing; Shoot-the-things; Adventure International and Adventure Trans-Galactic.

Together we keep track of names and addresses; expenses; income; membership expired and membership renewed; magazine articles and the floppy disks themselves.

There are some things, however, that it will not do. It will not get my slippers when I am tired; it cannot hug me and share the excitement of a new discovery; it cannot squirt me back when a water fight is what is called for; and it cannot start a conversation - in fact, it cannot say anything to me that I have not told it first, except "Beep! Syntax Error, String Too Long"

Cut my string, my dear and take my hand. Would you like to come up to my place and see my computer?...

-ed.

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Cider Press -		
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BASIC	Joyce Conklin	415/341-6955
Int. Grp. Coord.	Sami Capron	415/388-8631
Marketing Dir.	Don Scellato	415/672-2051
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San Francisco Apple Core
1515 Sloat Blvd.
San Francisco, CA 94132

Letters

The following letter was sent c/o the Clubhouse and is printed here for its information content.

Dear Pat,

I read your article, "Breakthrough" in the August issue of Cider Press. I use AppleWriter with a C-Itoh printer that uses the same commands as yours does. I have put the commands you mentioned in the glossary. Here's how you do it:

Type [G], the letter you want to call it, and the command. I'll show you one example:

To start an underline you might type: [G], u (for underline), esc X, and return.

To use the [G]lossary commands you type:

[G] and the letter you called it. This will make the command appear where your cursor was. For example:

[G] and u to get underline.

One more thing: The glossary only lets you use **one** letter as the mnemonic, the rest is the command.

From,
Andrew Karis, 10

Printing Wanted

Writer/Apple user needs temporary access to a letter quality printer. I could send you my diskette(s) with files and necessary software. Will pay 10 cents per page plus postage. Please help; thanks.

Celeste Newbrough
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Personal computer owner seeks personal computer owner for personal interfacing. Parallel or serial. Local or remote operation. Password protection. Complete discretion. Send/send for personal data c/o Box "T" - Apple Core Clubhouse.

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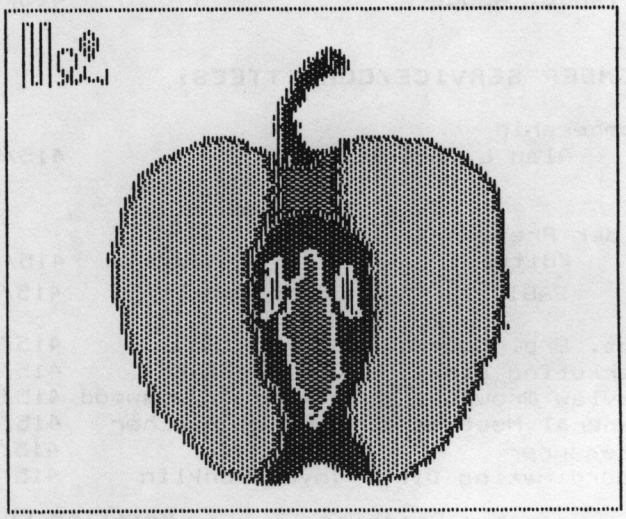
A video production company in Sausalito is interested in producing a series of short television pieces about people and the personal computer in their lives.

If you know of someone whose life has been dramatically and significantly changed by their use of a personal computer (or if you are such a person) contacting the firm below may bring you a modest "finder's fee."

Video Tracs
2001 Bridgeway
Sausalito, CA 94965

(415) 332-2479
Attn: James "Jamie" Cavanaugh



October

October's general meeting will feature two unusual and exciting presentations.

Movie Special Effects

Have you wondered how the optical special effects of movies such as *Star Wars, Star Trek* and *Battlestar Galactica* were done. It may surprise you to learn that they were created on an Apple. At the October meeting we will learn how.

Mat Beck, Paul Johnson and Ron Swallow, of Hollywood Hardware, will show how the effects are created. They will have a video tape presentation and show the peripheral hardware used on the Apple.

Hollywood Hardware markets the peripheral equipment originally designed and used in creating movie special effects. Hollywood's parent company, Apogee Inc., is responsbile for the Apple-created optical special effects in the movies mentioned above as well as *Caddyshack, Avalance Express, Firefox*, and the soon to be released James Bond movie *Never Say Never Again*.

Come see the presentation on Saturday, October 15 at 10 a.m. in Room 100, Building C, Fort Mason, Its cheaper and better than a trip to Universal Studios.

Turn Your Apple into a Lisa

Well not quite, but almost.

An add-on card which contains a Motorola 68000 microprocessor (the same one in Lisa) and 128-512 K of RAM will alsc be shown at October's meeting. The card, called *Saybrook*, will be demonstrated by Todd Miller, Vice President for Marketing of Analytical Engines.

The standard card, with an 8 MHz processor, runs at least 10 times faster than the Apple. A faster version runs at 12.5 MHz.

The card comes with the UCSD p-System version IV.1; Pascal, Fortran and BASIC compilers; an Applesoft compatible 68000 BASIC; and a 68000 assembler. It has a port for off-board RAM expansion up to 16 megabytes.

Member specials will be offered on *Saybrook* at the meeting. The standard card (8 MHz MC68000 processor and 128K RAM) will be sold for $1250 (normally $1550) and the 12.5 MHz card will be sold for $1650 (normally $1950).

REMEMBER . . .

The October meeting will start at 10 a.m. on Saturday, Octber 15, in Room 100, Building C, Fort Mason.

From the Coordinating Director.

The Board of Directors meets on the Wednesday 10 days before the General Meeting, at the office at 1515 Sloat Blvd. The meeting starts at 7:00 (or as close to that as possible!) I would like to issue an invitation to members in the area to attend these Board meetings as non-voting observers. Find out what things are done in the totally non-smoke-filled room! (The ventilation system, such as it is, will not handle smoke.)

There is some time at these meetings to take suggestions or questions from the floor -- maybe you have a great idea for making the San Francisco Apple Core a whing-ding going group but haven't found a forum for your ideas. So here's your chance. The next board meeting after you receive this issue of the Cider Press is to be held on November 9, 1983. See you there!

We can also use more volunteers for club activities. Bill Hong will have staffed the office on Sat. Sept. 24 so that members can come in to copy the public domain software, but no one else has yet volunteered.

We need a whole committee of people willing to do this on a regular basis; that way no one person has to commit every Saturday. How about starting your volunteer effort here? You'll find that an additional side benefit is purely social - getting together with others with like interests is just plain fun!

We have instituted a bulletin board (of the cork, not electronic, variety) which will be at the General Meetings, complete with pins. If you have an item to sell, or one which you wish to buy, bring a 3x5" card with your message and post it on the board.

Maybe someone else attending the meeting will have a complementary need. The cards will be discarded after the meeting as we clean up the room, so if you wish to retain the card, be sure to pick it up before 12:00 noon.

B*A*S*I*C

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The first item this month is an answer to a question I posed in the August column relating to the effectiveness of Ctrl-S in stopping scrolling of a listing or program run.

I received one answer in the mail (no, Walt, I was not inundated by answers, so I appreciated yours even more!) which stated that what was making the difference was a monitor routine called VIDWAIT; this routine is called by Ctrl-S whenever the program reaches a carriage return. But since the semicolon suppresses the line feed, there is no carriage return and therefore no signal to cause the screen display to pause.

. . . . .

The second item is an explanation of the routine which is included in the DOS manual, but which was somewhat less than clear to me when I read it upon first purchasing my Apple.

Since a DOS manual is not standard issue with the //e, it might be instructive to include this topic here. There is a command in DOS which is called EXEC, and is used to bring a file from disk and display it on the screen as if it had been typed from the keyboard.

The most useful example of this is in creating Text Files of some of your program segments which you use all the time as subroutines. This way you can code the segment once, save it as a text file, (it will have a T before the listing when you CATALOG your disk) and then when you get ready to type in some other program which uses this subroutine, type "EXEC filename" and there is your program segment, all ready to use!

Suppose that you have the subroutine to place the "PRESS SPACE BAR TO CONTINUE" message at the bottom of the screen; for those of you who have just started reading this series, the routine is repeated below:

```
49999 REM SCREEN PAUSE SUBROUTINE

50000  HTAB  8:  VTAB  23:  PRINT  "PRESS
SPACE
      BAR  TO  CONTINUE":  HTAB  11: VTAB
24:
      PRINT "PRESS <ESC> TO END";

50010 GET AA$: IF AA$ = CHR$(27) OR AA$
      = CHR$(3) THEN TEXT: HOME: END

50020 IF AA$ = CHR$(32) THEN HOME:
      RETURN

50030 CALL -868: GOTO 50010
```

Line 49999 is a REM line which should always be at the beginning of each of your subroutines so that they are immediately identifiable. Notice that the line numbers are reasonably large, which will allow you to EXEC this routine into almost any program and not have to worry about renumbering it to avoid line-number conflicts.

Line 50000 is self-explanatory; that is the message that will appear at the bottom of the screen. Line 50010 checks for the key (or combination) which has been pressed; ASCII 27 is the <ESC> key, ASCII 3 is Ctrl-C -- pressing <ESC> to end is a San Francisco Apple Core convention, pressing Ctrl-C to end is common to all Apples. Notice that in addition to ending the program, you will also clear the screen and home the cursor.

Line 50020 checks to make sure the space bar has been pressed (ASCII 32 = space) and then returns to the previous spot in the executing program. Line 50030 is executed only if some other key has been pressed; CALL -868 uses a subroutine in ROM which will clear from the cursor position to the end of the line. Then control is returned to line 50010 and the program waits for the next key press.

Now that you have the subroutine typed into memory, type the following additional lines:

```
1 REM CAPTURE

2 D$ = CHR$(4): REM CTRL-D

3 PRINT D$; "OPEN SCREEN PAUSE"
```

```
4 PRINT D$; "WRITE SCREEN PAUSE"

5 POKE 33,33

6 LIST 49999,50030

7 PRINT D$; "CLOSE SCREEN PAUSE"

8 TEXT: END
```

LIST the entire thing to make sure, but you should now have line numbers 1 - 8 juxtaposed immediately above line numbers 49999 - 50030. Now for what the DOS manual doesn't tell you! (So what else is new?)

Just type RUN <RETURN> and the Screen Pause subroutine will be saved as a sequential text file on the disk in the default drive. (Of course, if you wish to save it to some other disk, you would need to type RUN, D2.) How does this happen?

OPEN, WRITE, and CLOSE are DOS commands relating to files; think of your file as a drawer in a file cabinet -- before you can write on a piece of paper (or place an additional paper) in the drawer, you must OPEN the drawer.

Unless you want a lot of black-and-blue marks later on, after you are finished WRITEing (sic) to the file, you need to CLOSE the drawer. Because these are DOS commands, they must each be preceded by Ctrl-D (CHR$(4)) which notifies the CPU that this next command is for the DOS, not the screen or some other output device.

POKE 33,33 reduces the window width to the width of the program listing so that no unnecessary spaces will be saved in your text file. If you omit this line, any spaces from 33 to 40 which appear on the screen when LISTing normally would also be copied into your file. Line 6 will save to the text file ONLY the lines of your subroutine, not the lines numbered 1 - 8.

The last step is to type EXEC SCREEN PAUSE <RETURN> in the immediate mode when you wish these lines added to a program you are writing, and Shazam!! there they are. (Assuming, of course, that you have the proper disk in your active disk drive!)

If you wish to do the same thing with the 8 lines you used to capture the text file, you should probably renumber them from 2 - 9 and rewrite line 1 to read GOTO 10. Then type the following lines:

```
10  PRINT D$; "OPEN TEXT CAPTURE" :REM or
    whatever you want to call your
capture
    program

11 PRINT D$; "WRITE TEXT CAPTURE"

12 POKE 33,33

13 LIST 2,9

14 PRINT D$; "CLOSE TEXT CAPTURE"

15 TEXT: END
```

Now you RUN this entire program, which should contain all the lines from 1 through 15; line 1 sends control of the program to line 10 which will do the same thing all over again, except for lines 2 - 9 instead of 49999 - 50030 as in the first example.

If you develop the habit of never starting a program with a line number less than 10, then you can EXEC TEXT CAPTURE at any time, change the line numbers in line 7 (formerly line 6) and capture yet another text file!

For this information, I must express thanks to Allan Woods and Joe Budge, who over the lunch table one day managed to make crystal clear to me what had been total mud for several years.

. . . . .

As mentioned last month, the main program idea is realtively simple - in the case of the craps program, even more simple than the grading program - but to fix it up to have "bells and whistles" requires much more pre-planning. I am going to work on this one using modules - that is, for each major program function (rolling the dice, displaying graphics, updating the $$$, title screen, etc.)

I will use a different set of 1000's for line numbers and treat most of these modules as subroutines which may be called from the main body of the program. That way I can have as many of the variations as I choose (some of them not until next month, maybe!) and add others as the inspiration strikes.

Notice that the first subroutine/module starts at line 1000, which leaves me at least 99 lines for the main body of the program, even using line number increments of 10.

```
10 REM CRAPS PROGRAM

20  GOSUB 1000

30  FOR X = 1 TO 750: NEXT X: VTAB 22:
    TT$ = "WOULD YOU LIKE INSTRUCTIONS?
    (Y/N)": GOSUB 50500

40  GET AA$: IF AA$ = "N" THEN GOTO 3000

999 REM TITLE SCREEN

1000   HOME  :  VTAB  10:  HTAB 13: PRINT
"GRANNY SMITH'S"

1010  VTAB 13: HTAB 17: PRINT "CASINO"

1030  SPEED= 150: FLASH

1040   VTAB  8:  HTAB 9: FOR L = 1 TO 23:
PRINT "*";: NEXT

1050   FOR  L  =  1  TO 7: HTAB 31: PRINT


"*": NEXT

1060   FOR L = 0 TO 22: VTAB 15: HTAB (31
- L): PRINT "*": NEXT

1070   FOR L = 0 TO 6: HTAB 9: VTAB (15 -
L): PRINT "*": NEXT

1080  IF F = 1 THEN RETURN

1090 F = 1: NORMAL : GOTO 1040
```

At this point, you have the title screen including the message at the bottom, and you wish to add to your program the centering routine which you have previously saved on disk as a text file. (Cider Press, Aug. 1982) Type:

```
EXEC CENTERING ROUTINE
```

and you will see a number of prompts (left brackets,]) appear on the screen. When they stop appearing, type LIST and you will see that you have added the following lines from your text file:

```
50499 REM CENTERING PRINT ROUTINE

50500 WIDTH = 20 - (LEN TT$/2): IF WIDTH
      = < 0 THEN PRINT TT$: RETURN

50510 HTAB WIDTH: PRINT TT$: RETURN
```

Notice that you may have two different RETURN statements because only one of them will be executed, so you will not get an error message. Your message will now be printed on line 22, centered, and you can continue with the coding of your program.

The reason for placing the question on line 22 (instead of any lower) is that the centering routine will automatically send a carriage return (the PRINT TT$ is not followed by a semicolon, which might not always be desirable) and you want there to be at least two lines left so that the screen will not scroll up when the cursor moves down one line.

```
2000  VTAB 3: PRINT "1. YOU WIN IF YOU

      THROW A 7 OR AN 11 ON": PRINT
      "THE FIRST TOSS."

2010  PRINT : PRINT "2. YOU LOSE IF YOU
      THROW A 2, A 3, OR A": PRINT "12

2020  PRINT : PRINT "3. IF YOU THROW ANY
      OTHER NUMBER ON THE": PRINT "FIRST
      TOSS, THAT NUMBER IS YOUR POINT.":
      PRINT : PRINT "4. TO WIN, YOU MUST
      ROLL YOUR POINT BE-": PRINT "FORE
      YOU ROLL A 7."

2030  PRINT : PRINT "5. IF YOU ROLL A 7
      BEFORE MATCHING YOUR": PRINT
      "POINT, YOU LOSE."

2040  GOSUB 50000 : REM This is the same
      subroutine as used earlier in the
      explanation of text file capture
```

Be careful in typing in the instruction lines; the ones shown here were loaded into my AppleWriter II file as you would load any other text file (after they had been written, edited with PLE ((c) by Neil Kozen) and then saved by the TEXT CAPTURE method referred to above); then I edited them again to fit the 41-column spacing required for the Cider Press.

This means that you will need to watch your spacing to get the screen display lined up properly, with no words split in inappropriate places. (The discussion of how to use multiple-statement lines to make sure that the 40-column screen display will be right the first -- well, almost the first! -- time is found in the BASIC column for June 1982; if I get enough requests, I'll repeat it sometime, as it is a very handy thing to know.)

Students who elect to do the minimal program might skip all of what we have done so far, and just do the following, which, in a way, does answer the problem.

```
3000 HOME: F =  INT ( RND (1) * 6) + 1:
     S = INT ( RND (1) * 6) + 1

3010 T = F + S: IF T = 7 OR T = 11 THEN
```

```
      PRINT "YOU ROLLED ";T;"; YOU WIN":
      END

3020  IF T = 2 OR T = 3 OR T = 12 THEN
      PRINT   "YOU   ROLLED   ";T;";  YOU
LOSE":
      END

3030  PRINT "YOUR POINT IS ";T

3040 F1 =  INT ( RND (1) * 6) + 1: S1 =
      INT ( RND (1) * 6) + 1

3050 T1 = F1 + S1: IF T1 = T THEN  PRINT
      "YOU ROLLED ";T1;"; YOU WIN": END

3060  IF T1 = 7 THEN  PRINT "YOUR ROLLED
      ";T1;"; YOU LOSE": END

3070  PRINT "YOU ROLLED ";T1;": YOUR
      POINT IS ";T

3080  GOTO 3040
```

A rather interesting thing shows up in the listing above. Apple does something with the parser so that if the line starts with a variable, (as in line 3040 and 3050 above) there is only one space after the line number; when the line starts with a statement such as PRINT or IF, (see lines 3060 and 3070 above) there are two spaces following the line number. Any techie out there who knows why willing to share some light?

If you run the program so far, you will see that the results, while technically correct, are far from interesting. We will continue next month on making the craps game work a bit more like the real thing, with the advantage that you won't be losing real money!

. . . . .

I will take the opportunity to use this space to express thanks to editor Allan Woods and to Virgil Bolin of Artline Printing in El Cerrito for the constantly improving appearance of the Cider Press. If any of you out there have things to say, I'm sure that Allan would appreciate your contributions.

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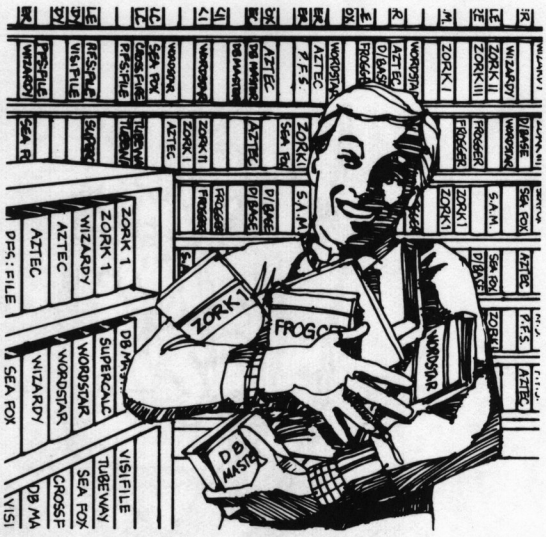

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Pascalia and Fugue

Lcase to Ucase -*Variations*

-Max J. Nareff

With a few exceptions, the Pascal syntax is very unforgiving concerning capitalization, necessitating certain error preventative techniques.

The major one is based on the fact that the ASCII code numbers of lower case (Lcase) characters are 32 numbers higher than their upper case (Ucase) equivalents. Since strings are arrays of characters, any string can be scanned in a loop, and Lcase characters readily converted.

Following is a compendium of this and other conversion techniques.

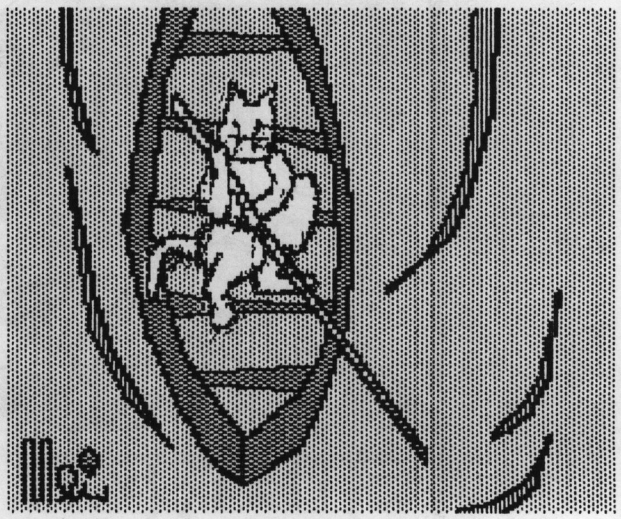
```
(1) Program UpperCase;
    Var I:Integer; Word:String;
      Function Caps (ch:Char):Char;
      Begin
         If ('a'>=Ch) and (Ch<='z') Then
            Caps := Chr (Ord(Ch)-32)
         Else Caps := Ch
      End;
    Begin (* UpperCase *)
      Readln (Word);
      For I := 1 to Length (Word) Do
         Word[I] := Caps (Word[I]);
      Writelin (Word)
    End.

(2) Procedure Caps (Var Ch:Char);
    Const Lca = 'a'; Lcz = 'z';
    Var   Ch:Char; I:Integer;
    Begin
      For I := 1 to Length (Word) Do
         Begin
           Ch := Word[I];
           If (Ch > Lca) and (Ch < Lcz) Then
              Word[I] := Chr (Ord(Ch)-32)
           Else Word[I] := Ch
         End
         End;

     (3) Procedure Caps (Var Ch:Char);
         Begin
           Read (Keyboard, Ch);
           If (Ch IN ['a'..'z']) Then
             Ch := Chr (Ord(Ch)-Ord(' ')
                   (*' '=32*)
           Else Ch := Ch

         End;
```

```
(4) Function Capitalize (Ch:Char):Char;
    Begin
      If (Ch IN ['a'..'z']) Then
        Capitalize := Chr
          (Ord(Ch)-Ord('a')+Ord('A'))
      Else Capitalize := Ch
    End;

(5) Repeat
      Statement;
      Statement;
      Read (Keyboard, Ch);
      If Ch = 'y' Then Ch := 'Y'
    Until Ch = 'Y';

(6) Repeat
      Statement;
      Read (Keyboard, Ch)
    Until Ch IN ['Y','y'];
```


References:

"Breakup;" Cider Press - July 81
- Steve Lloyd.

"The Pascal Path;" Softalk 81,82,83;
-Jim Merritt.



Apple Service Policies

by
Joel Amromin
SOURCE APPLE USERS GROUP (SAUG)

At the Apple //e workshop the weekend of March 4-6 1983, Apple discussed the formal procedures for repair service and technical assistance. This article is a summary of that presentation. Where appropriate, I will interject some of the comments and criticisms that were presented by the delegates to the conference.

In addition to the standard 90-day warranty on all Apple products, there are two kinds of "service contracts"a available: 1) "AppleCare" and 2) RCA Field Service. The AppleCare program replaces the old extended warranty. Like the extended warranty, it is a renewable one year extension of the factory warranty.

Unlike the previous extended warranty, you pay separately for each item that is included in the contract. That is, there is a separate rate for the CPU, a disk drive, a monitor, graphics tablet, etc.

The annual cost for a basic single drive system with monitor is still about $200 per year. That is based on an average cost of about 9% per year of the retail price of the system. If you add something to your system during the term of the contract, it can be added to the contract on a prorated basis.

The AppleCare program can be started at any time, but it is recommended that you purchase the contract when you buy a system. That gives you a full 15 month warranty.

The AppleCare program covers all Apple hardware and can be obtained for any Apple product up to and including the Lisa (What? you don't own three of them????). You must bring the computer to your dealer for service.

All Apple dealers are Level 1 service centers (more about that later). NOTE: you don't have to take it to the dealer you bought it from. The warranty is good at any Apple dealership.

Why spend $200 per year on such a reliable product as the Apple Computer? Well, let's face it, the chances of spending that much on service are pretty slim. However, what you are paying for is much faster service. Here is an excerpt from the AppleCare brochure:

Using Apple diagnostics and modular-based repair, the Apple technician is quickly able to isolate the problem to a particular exchange module, such as the keyboard or power supply, and replace the module in no time.

As an authorized Apple Service Center, your Dealer carries a full inventory of replacement modules and parts, assuring that your Apple equipment is out of the shop and back to work quickly. In fact, many repairs can be performed in minutes -- often while you wait.

I work in a computer store. Our service department is REQUIRED by Apple to maintain a spare parts inventory with certain specified items. The list is very complete. For instance, just to qualify as a Lisa dealer, the store must purchase a $10,000 spare parts kit.

If you don't have the AppleCare contract (and are out of warranty), then service is performed in a different manner. The technician may now start working at the chip level to fix your computer. Apple does not train technicians how to do this and you are at the mercy of the technicians.

One of the big complaints at the conference was that a lot of dealers have incompetent technicians. Apple showed some concern about that but was unprepared to address the problem at the conference. However, they did express interest in trying to resolve the problem.

In a minute, I'll get into redress methods. Without the service policy, a technician might exchange your motherboard and charge you a fairly stiff fee, even though the motherboard may not even be the problem. Or a technician may save you a few dollars by doing component level repair, but keep your Apple for a week to do it. The point is, without the service contract, you don't know what to expect.

Apple wants the owner of the computer to take all service and technical support questions to the dealer. Apple no longer has a customer hot-line in Cupertino. A lot of people were upset that Apple seems so aloof from the customer.

However, Apple replied that it was becoming impossible to take the thousands of phone calls a day, most of which were simple questions that the dealer should be able to answer (e.g. "Why won't my old DOS 3.2 disks run on my Apple now that I have Pascal?"). If your dealer can't answer the questions you have, there are regional Level 2 service centers with dealer hot-lines.

Your dealer is not allowed to give out those numbers, but can call on your behalf to get assistance. As a dealer myself, I can honestly say the system works. Twice in the last month, I have called the regional center with software questions and received accurate answers while the customer was in the store.

If your dealer can't solve your problems, either in service or technical support, or if you feel that your dealer has mistreated you, you have should contact the Level 2 Regional Service Center. Apple says they want to know about problems you are having.

If you can't get satisfaction from one dealer and go to another, but don't tell Apple about the mistreatment you may have received, Apple won't know about it. Apple has published the addresses of the Regional Centers. If you need this assistance, write to the attention of the Service Manager at the address indicated for your area.

The list of Regional Service Centers is in a separate file called "SERVICE-CENTERS" (on this disk). The Regional Service Center will need certain specific information from you. Include all of this information in your letter:

1. Model of your Apple system.
2. Serial number.
3. System purchase date.
4. AppleCare Agreement number- (if applicable).
5. Your dealer's name and address.
6. The name of the person you dealt with.
7. Your name and phone number.
8. The nature of the problem.

Well, let's suppose that you still don't get satisfaction. You can write to Mecca (Apple Computer, Inc.). Send the same information listed above to:

Service Manager
Apple Computer, Inc.
20525 Mariani Avenue
Cupertino, CA 95014

I would suggest that in all correspondence with either the Level 2 center or with Apple Computer, you include photo-copies of all relevant documents (invoices, service tickets, previous correspondence, etc.).

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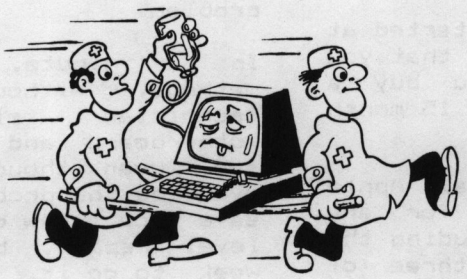

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One of the problems which came up at the conference was that mail can take a long time reaching the right person at Apple once it gets into the system. Many of the Apple people were very upset about that, too. So don't expect an answer from Apple in 24-hours.

Apple is trying to find ways to improve and speed up the process. It will help if you address your letters exactly as shown in the Level 2 list and as above. And be sure to send it to the attention of the Service Manager.

The general concensus at the meeting was that Apple has fallen behind in quality of service. However, it was also felt by many that the conference was a start by Apple to try to "clean up their act. The formalization of the three tiered service system is part of that attempt.

While the system was in place for some time, it was never formally put into operation. Apple expressed an interest in working with user groups to improve the service situation. We will see what happens. The people I talked to from some of the IAC member groups felt rather good about the final results of the meeting and that Apple was sincere about moving ahead with improvement.

One possibility is that consideration is finally being given to setting up some user groups as service centers. The groups would have to take the same training and purchase spare parts as the dealers. I would anticipate several interesting changes in the course of the next year.

I will only briefly discuss the RCA Field Service Contract. This will appeal primarily to businesses and large corporations. RCA Service Company is a division of RCA which performs field service on many different kinds of equipment.

Apple has contracted with RCA to provide service in the field on Apple equipment. The user contracts with RCA. It will not be cheap. But you will get the same sort of immediate field service that you get on office equipment like Selectric type-writers. RCA also services many non-Apple peripherals that you may have connected in your system. RCA can also provide installation, preventive maintenance, and other specialized services upon request.

FOR MORE INFORMATION:

To get more information about the various service options and procedures for Apple Computer equipment, you can request the following brocures from your dealer:

1. Your Guide to Apple Service and Support
2. Protect your Apple with AppleCare
3. RCA Service for your Apple Computer System

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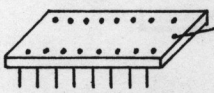

The San Francisco Apple Core
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AppleWriter //e and Epson null codes

Reprinted from the July '83 issue of the Sandy Apple Press.

AppleWriter //e and Epson null code.

by Alex Massimo

The Feb. '83 issue of the Sandy Apple Press (page 13), featured a very practical and helpful article by John McKee to help those of us with AppleWriter II and an Epson printer to create a Glossary file that produces most of the functions with Graftrax Plus. Since that time Apple Computer has released AppleWriter //e for use with the new Apple //e computer.

AppleWriter //e does not take into account that one of the most, if not the most popular printers for the Apple computer is the Epson.

As it stands, AppleWriter //e does not produce the null character (control @) that is much needed to perform some of the Glossary symbols using an Epson printer. Therefore; the following AppleWriter //e files will have to be modified in order to accomplish this.

For use with Apple Standard 80 column card:

```
BLOAD OBJ.APWRT
CALL -151
1CE1: EA EA EA EA
3EBA: EA EA EA EA
UNLOCK OBJ.APWRT
BSAVE OBJ.APWRT, A$1900, L$2F58
LOCK OBJ.APWRT
```

For use with Apple Extended 80 column card:

```
BLOAD OBJ.APWRT
CALL -151
1D81: EA EA EA EA
4033: EA EA EA EA
UNLOCK OBJ.APWRT
BSAVE OBJ.APWRT, A$1900, L$30D1
LOCK OBJ.APWRT
```

NOTE: The changes DO NOT work for those without the 80 column card.

If you wish to try out the changes using other brands of 80 column cards, keep notes of the original eight (8) bytes in the event it does not work to restore the files to their original form.

Marketing

by

Don Scellato

The Swap Meet which was held on September 10, was moderately successful for the Club and the vendors who participated were happy with their results. It could have been a much larger affair had we not been in direct competition with Computer Swap America in San Jose.

Due to the growing number of similar events and the difficulty we have in changing the schedule once it is set, we are considering discontinuing swap meets as such. I seek any opinions the members may have in this regard and welcome a note on a post card or any comments any of you may have to offer at a meeting.

So if you have any strong feelings as regards the continuation of Swap Meets, please contact me. The new disk drive bargain that we introduced at the Swap Meet was well received.

We will continue to offer the RGB DESIGNS TAUR II 35 Track Disk Drive for $225 plus tax, the MINI TAUR II Disk Drive for $237 plus tax, and the TAUR II XL 35/40 track Disk Drive for $239 plus tax to members.

If you want to order one, please call me at least three days prior to a General Meeting and I will ensure that we have one at the Sales Table for you.

We will also be offering the RGB DESIGNS disk drive controller card with built-in diagnostics for $95 plus tax, the RGB DESIGNS Regular controller card (no diagnostics) for $70 plus tax, and a 16K RAM card for $50 plus tax.

We introduced an inexpensive mailing list program at the Swap Meet and also introduced SFAC 1983 Disk Number 3 which contains a combination Hi-Res and Lo-Res Baseball Game.

This disk also contains a number of useful programs for educational purposes, for home use, and to assist with programming. We plan to introduce a Word Processor and FORTH language tutorial at the October meeting. We will also try to have a budgeting program available in time for this meeting.

If the two VisiCalc Interest Groups are far enough along on their tax preparation templates we will introduce a VisiCalc Tax Preparation Disk which will employ the 1982 Tax Laws and which will require modification by the user when the final changes to the law are published late in 1983.

This disk can still be useful to VisiCalc users in getting ready for next year's tax season. Hopefully this disk will be available in time for the APPLEFEST.

A number of members have signed up or have called me to volunteer to assist the Club at the booth that the San Francisco Apple Core will be running at the APPLEFEST at Moscone Center from October 28 through October 30.

We can still use more volunteers to sgn up new members and to sell Club products at the booth to raise money to keep the Club going at its present level of service or at a higher level of service. Another sign up sheet will be posted at the October meeting for anyone who wishes to add their name to the list of volunteers.

If you can't make to this meeting, please call me at the number listed in the front of the Cider Press. We would like to conduct a briefing for all volunteers who have signed up thus far on Saturday, October 8, at the Clubhouse at 10:30 A.M. to discuss what we'll be selling, how to fill out membership applications, how to get to and into the APPLEFEST, and to answer any questions any of the volunteers may have.

Those who sign up at the October meeting should be prepared to attend a similar session immediately following the meeting. This session will be held at Fort Mason and will last about 30 minutes.

Everyone who volunteers will be expected to work at the booth for three to four hours, but will receive a free entry ticket to the APPLEFEST and will be able to browze for the remainder of the day they worked. Arrangements can also be made to get in on one of the two days the member is not working.

Due to the high cost of reduced price tickets to the APPLEFEST, we do not plan to purchase any of these tickets in advance of the event. We will enquire of the local computer stores and similar organizations to see if any of them are offering reduced price tickets and will announce any such locations at the October meeting.

Interest Groups

VisiCalc

by

Don Scellato

The VisiCalc Interest Group met in San Francisco at the Clubhouse at 7:30 P.M. on Tuesday, September 9, at the Clubhouse at 1515 Sloat Blvd. This meeting dealt with the use of memory expansion cards and 80 column cards on the Apple II computer with VisiCalc.

The Saturn 128K Card and the Legend 128K Cards were used with Visicalc along with Saturn's VC Expand 80 software and Legend's memory expansion software. The Videx Videoterm was used to obtain 80 column capability. This meeting also dealt with the use of CALL A.P.P.L.E.'s THE SPREADSHEET and 80 column cards.

The hands on use of these peripheral cards and the supporting software demonstrated the expandability of the basic VisiCalc program. The next meeting of the San Francisco VisiCalc Interest Group will be held on Tuesday, October 11, at 7:30 P.M. at the Clubhouse. This meeting will deal with the use of VisiCalc and other spreadsheet programs in the preparation of Income Taxes.

A number of templates worked up by the Interest Group Leader and by members of the East Bay VisiCalc Interest Group will be discussed at this meeting. If any Club Member is interested in this topic or has a spreadsheet application dealing with this topic or any other topic, he or she should try to attend this meeting. Remember to bring a blank disk because any templates developed by one member of the group are usually shared with other members at the meeting.

The East Bay VisiCalc Interest Group met at Breuner's Furniture Store on Buskirk Road in Pleasant Hill on Thursday, September 22, from 7 P.M. till 9 P.M. This meeting was devoted to discussing the use of VisiCalc to prepare Income Taxes.

The Group Leader presented a brief discussion on the use of logic statements, lookup tables, and DIF files for this application. He then presented one partially completed 1040A template and a number of additional application templates to the attendees.

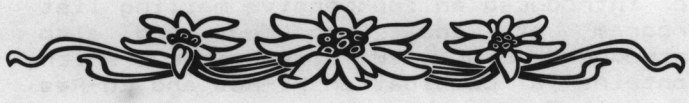
Stan Dinsmore, one of the attendees, presented a complete 1040A template combined with a Schedule A template to the group. Copies of all of the templates discussed were collected on a single disk during the meeting and copies of the disk were made for everyone who attended.

All attendees were invited to rework these templates and to come up with more tax application templates for the next meeting of this group which will be held on Monday, October 17, at Breuner's. This meeting will start at 7 P.M. and will end at 9 P.M. Plan to come and bring any templates that may be troubling you or any that you may be proud of.

Telecommunications

The following events are scheduled for/by the Telecomunications interest group. For more information and detail, contact Frank Fennelley (phone no. on calendar page)

26 Oct. - A tour of the TYMNET facility in San Jose has been tentatively arranged for this date. Space is limited, so if you are interested in going, you can sign up at the Telecomunucations group meeting on 28 Sep at the clubhouse.



```
########################################
#                                      #
#          AUTHORS WANTED              #
#                                      #
#  Share your experiences, Apple       #
#  programming hints,pascal tips,      #
#  software reviews. Send your         #
#  material to the Cider Press         #
#  Editor at the Clubhouse.....        #
#                                      #
########################################
```

October 1983

Monday	Tuesday	Wednesday	Thursday
	4 East Bay 7:30 Forth 7:30		6 Green Apples 8:00
10 Pascal 7:30	11 CP/M 7:30 VisiCalc 7:30	12 Marin Graphics 7:30	
17 VisiCalc East Bay 7:00	18 Forth 7:30	19 Apple /// 7:30 Nu'ers 7:30	20 Green Apples 8:00
24 Pascal 7:30	25 CP/M 7:30 Epson 7:30	26 Telecomm'ns 7:30	27 Green Apples 8:00

November, 1983

Monday	Tuesday	Wednesday	Thursday
	1 East Bay 7:30 Forth 7:30		3 Green Apples 8:00
7 Pascal 7:30	8 CP/M 7:30 VisiCalc 7:30	9 Marin Graphics 7:30	
	15 Forth 7:30	16 Apple /// 7:30 Nu'ers 7:30	17 VisiCalc East Bay 7:00
21 Pascal 7:30	22 CP/M 7:30 Epson 7:30	23 Telecomm'ns 7:30	

INTEREST GROUP LEADERS

Apple ///	Don Norris	673-7635 (day)
CP/M	Jim Ayers	383-0473(day)
		383-5759(eves)
East Bay	Molly Mitchell	526-9541
Epson	Michael Fischer	557-1250 (day)
		933-4435(eve)
Forth	Dudley Ackerman	626-6295
Green Apples (BASIC)	Gary Owens	521-4002
Marin Graphics	Reed Harris	924-7221
	Bob Sachs	332-3331
Nu'ers	Cathy Rudovsky	756-6480
Pascal	Mike Schnapp	386-2238
Product Review	"Woody" Liswood	585-6375
Telecommunications	Frank Fennelly	(408)984-7321
VisiCalc	Don Scellato	672-2051(eve)

APPLE CORE OFFERINGS

NOTES

SFAC 1983 DISK NUMBER 1 contains only three programs due to the nature of one of the programs - a hi-res graphics game. This game is called "The Incredible Shrinking Man" which was contributed by the Chiang Brothers. Also included on the disk is a High Score Tabulator and hi-res graphics display program called Gallery.

LIBRARY #1 contains over 340 programs. It is packaged in diskette holders and is bound in a SF Apple Core binder with over 30 pages of documentation. This documentation alone is available for three dollars.

LIBRARY #2 continues the tradition started with Library #1. It contains over 250 programs from the 1980 DOMs.

1981 YEARBOOK contains 12 disks containing all DOM programs from 1981. There is a heavy emphasis on games and business applications.

1983 PROGRAMMING UTILITIES contains a collection of utilities not collected on a single disk before. These utilities come from a variety ofsources such as IAC disks, 1981 DOMs, and 1982 DOMs.

1983 GAME SET consists of two disks containing games not collected in a single set before. It contains a variety of hi-res, lo-res, and text games.

1983 EDUCATION APPLICATIONS is a set of two disks containing interactive learning programs, a grade maintenance program, and GRAMMAR QUEST an interactive learning game.

1983 HOME APPLICATIONS consists of two disks of programs useful around the home. One disk was from the 1982 Home Pak. The second disk is a collection of programs gathered from IAC disks and other recent contributions.

SFAC 1983 DISK 2 is a collection of game, education, business, and utility applications.

SFAC 1983 DISK 3 is a collection of useful and fun programs including a HI-RES/LO-RES Baseball Game.

SFAC MAILING LIST is an inexpensive mailing list and label printing program.

SFAC PASCAL DISK 1 is a collection of Pascal programs and utilities contributed by Max Nareff.

PRODUCT	MTG PRICE	MAIL PRICE
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Library #2	$98.00	$101.50
1981 Yearbook	$98.00	$101.50
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SFAC 1983 Disk 3	$ 7.50	$ 9.50
SFAC 1983 Pasc 1	$ 7.50	$ 9.50
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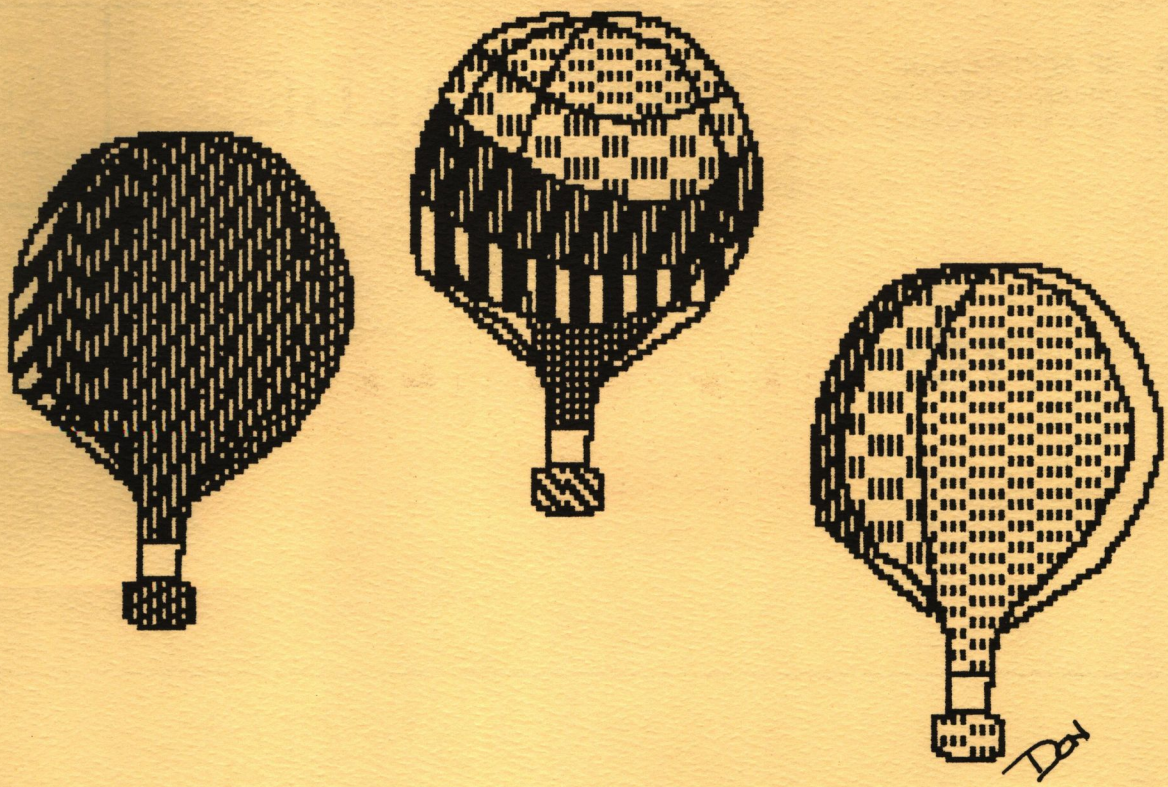
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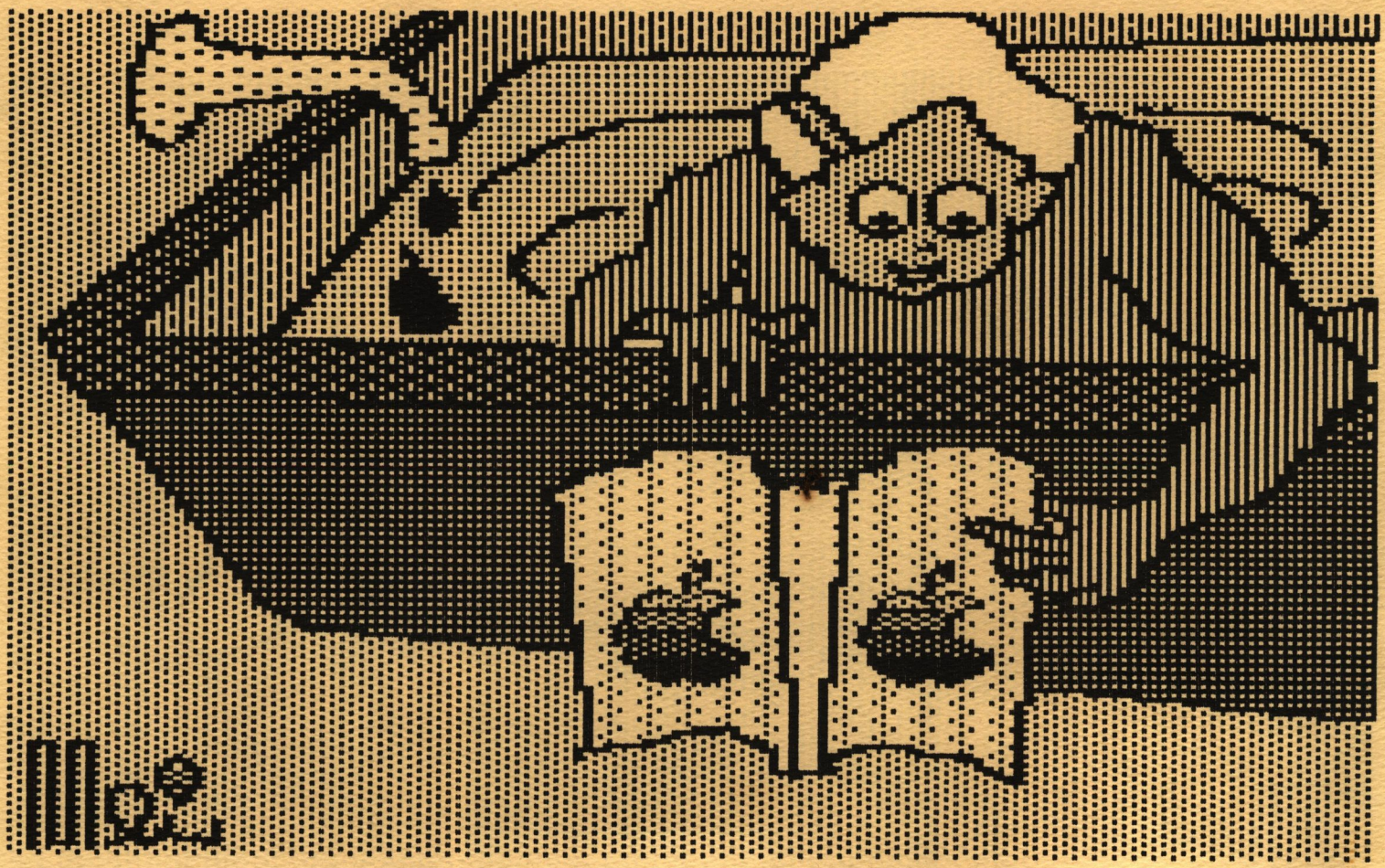
3121AUG83
DOUGLAS STORKOVICH
921 PINTO CT
WALNUT CREEK CA 94596